
Title: Necromemnon

Author: Guardian's Minions

I've spent many months in the Lycaeum of Verity Isle and my own personal abode in the isolation of the frozen north. During this time, I have studied many amazing magics. Why, almost everything in this land is magical. I'd like to talk about two forms of magic, and actually three forms, that aren't discussed much. Why aren't they discussed? Well, the Council of Mages, brilliant in their thinking, have outlawed the use of these two forms of magic. The magics I speak of is Pagan Magic and Necromancy. Until recently, I could only read the books of people before me. I could only read what these powerful magics were. However, recently I obtained just about every kind of Pagan and Necromantic reagent known to man. Analyzing these has made it much easier to understand the basic concepts I had read about for so many months. I shall first start with Necromancy, since it is the field that interests me most

of the two. Many people prefer fire, but I think this one is the most significant because I fight back the forces of the undead in Dungeon Deceit, and this magic has to do with the undead. I will first describe the reagents, and then mention what I know about each of the spells of this field of magic.

Vial of Blood

Indeed, this is the blood of a human being that had been recently killed. It seems to have as much potency for movement as our very own black pearl.

However, the way it is acquired is what scares me the most.

Why, Necromancers might just start killing innocents to acquire reagents.

Bone

Also acquired from the remains of the deceased, the bone has some slight summoning powers.

Fertile Dirt

Used for protection.

Dead Wood

This has great binding and preservation powers. The wood I obtained was very strong, despite the fact that it was dead.

Executioner's Cap

Clearly this dark reagent can cause death, making it worse than our Nightshade.

Blackmoor

From what I can tell, this reagent is used for Power, and might

be made of that
strange substance
called blackrock, of
which little is known.
Since I have never cast
the Necromantic
spells, I can only list
them, for even I am
unsure of what they
can do.

Mask of Death (Quas
Corp)

Call Quake (Kal Vas
Yelm Por)

Death Speak (Kal Wis
Corp)

Rock Flesh (Rel Sanct
Yelm)

Summon Dead (Kal
Corp Xen)

Open Ground (Des Por
Yelm)

Create Golem (In Ort
Yelm Xen)

Withstand Death (Vas
An Corp)

Grant Peace (In Vas
Corp)

The next field of
magic that the Council
of Mages outlawed is
Pagan Magic. This
form of sorcery is so
evil and destructive,
that no good could come
of it being legal.

The reagents, as I
have read about and
witnessed myself,
possess the following
powers: (Note: The one
reagent I could not
obtain was the
daemon's bone,
therefore I couldn't
study it as much as I
could the others.)

Volcanic Ash
This ash, similar to

our own sulforous
ash, causes flame in
spells, something
common in Pagan
Magic. I would
imagine this reagent is
very difficult to find,
since there are so few
natural volcanoes in
Britannia.

Pumice

This reagent is used
for distance in spells.
It seems to come from
the underground.

Obsidian

The obsidian is used
for duration. While it
seems to be a weak
reagent, it can
withstand great
amounts of heat.

Pig Iron

The pig iron is quite
simply used for
Protection, it's power
either more or equally
as great as our ginseng
root and garlic.

Brimstone

The source of power
in Pagan Magic, this
reagent explodes with
potency, releasing
incredible power.

Daemon Bone

This is the bone of a
daemon, carefully
removed and prepared.
I've read it is a reagent
used for binding or
summoning other
daemons, but I haven't
been able to examine it
myself,
unfortunately.

The Pagan spells all
have to do with fire or
intense heat. I believe
the reagents have to be
prepared in some sort
of ritual over a
Pentagram. How this
is done, I am unsure.

Once again, I can only list the names of the spells, information taken from dark obscure scrolls and books in the Lycaenum.

Extinguish (An Flam)

Ignite (In Flam)

Flash (Flam Por)

Flame Bolt (In Ort Flam)
Endure Heat (Sanct Flam)

Fire Shield (In Flam An Por)

Armor of Flames
(Vas Sanct Flam)
Create Fire (In Flam Yelm)

Explosion (Vas Ort Flam) Note: This spell seems similar to our very own explosion spell, but I'm sure the Explosion is much larger and more intense.

Summon Daemon (Kal Flam Corp Xen) Note: Some might think that this is the same spell as the 8th Circle spell of our magic. However, the Words of Power are different, and might cause much different results than ours.

Banish Daemon (An Flam Corp Xen)

Conflagration (Kal Vas Flam Corp Xen)

Near the beginning of the book, I said that there were actually three different froms

of magic discussed in this book. The last is obscure, and seems to have bits of pieces of Pagan Magic and Necromancy, as well as it's own unique reagents.

Eye of Newt
This is used for sight or knowledge.

Bat Wing
This reagent has to do much with life and also has to do much with creatures.

Serpent Scale
The scale can cause destruction and also can cause separation, much like the venom of a serpent.

Dragon Blood
The green blood of a dragon contains a great amount of power.

These three forms of magic have been banned after much thought. It is rumored that these magics are still practiced in the underground, by evil and corrupt mages.